

Space Fury

- * For one or two players
- * Select from four skill levels

Plays like the SPACE FURY arcade game!

GAME DESCRIPTION

Coleco's SPACE FURY pits you against the space fleet of the Alien Commander. Maneuver your fighter to avoid enemy scouts. Then fire to eliminate them before they join to complete a ship that shoots deadly fireballs. Banish the first squadron and you get a chance to join with a mother ship that gives you more firepower. If you defeat all the squadrons, you'll be matched against the entire alien fleet! How many of the Alien Commander's attackers can you conquer?

GETTING READY TO PLAY

- * Make sure the COLECOVISION console is connected to your TV. Make sure power supply is plugged into the console. Then plug power supply into a 110/120 volt AC outlet.
- * TV should be on and tuned to same channel as the Channel Select switch on the console.
- * To play one-player SPACE FURY, use the controller in Port 1 (the rear jack). To play two-player SPACE FURY, use both controllers.
- * **ALWAYS MAKE SURE COLECOVISION UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn Off/On switch to On after cartridge is inserted.

USING YOUR CONTROLLERS

NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

How to Use Buttons and Control Stick for SPACE FURY

1. **Keypad:** Keypad Buttons 1-8 allow you to select the Game Option you want to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **Side Buttons:** Press the left Side Button to thrust your

fighter in the direction it faces. Press the right Side Button to fire bullets in the direction it faces.

3. Control Stick: Press the Control Stick to the right to rotate your fighter in a clockwise direction. Press the Control Stick to the left to rotate your fighter in a counterclockwise direction.

NOTE: Pressing the Control Stick up or down has no effect.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's fighter is eliminated.

STEP 1: The choice is yours.

Press the Reset Button. The Title screen will appear on your TV. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad

STEP 2: Prepare for battle!

After you select a Game Option, the dreaded alien commander challenges you to battle. Then your first fighter appears in the center of the screen, ready for Round 1. Rotate your fighter. Press the right Side Button to fire at the groups of alien scouts before they join together to form large ships that eliminate your fighter on contact. If they do form large ships, thrust your fighter away quickly to avoid their deadly fireballs, but keep firing!

STEP 3: More power to you.

If you can eliminate all alien scouts, you move on to the docking phase. Rotate your fighter to face the mother ship you want to dock with. Each mother ship allows you to fire differently from the others. Try all three to find your favorite for each battle.

Press the left Side Button to move into the ship. (Be sure your fighter docks solidly into the middle of the ship.) You now have three times the firepower as before! (If you fail to dock, you must battle the enemy in the next round with only your single fighter.)

STEP 4: Bruiser cruisers.

In Round 2, you face groups of alien cruisers. Use your extra firepower to eliminate them. Complete this mission and you get to dock with another mother ship!

STEP 5: There's no stopping now.

The Alien Commander continues to send out attackers. You battle groups of enemy destroyers and warships. In higher rounds, and for the rest of the game, you must battle the entire fleet! (Remember, you get three chances to dock, each time

with a different mother ship.)

STEP 6: Starting over.

Press * to replay the SPACE FURY Game Option that you have been playing. Press # to return to the Game Option Screen.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

ROUND:	1	2	3	4 & Up
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Small Ship	10	20	30	40
Large Ship (whole)	20	40	80	150
Large Ship (part)	40	80	150	300
Fireball	30	60	100	200

Each time you complete a round, the points left in the Bonus Timer are added to your score.

Each player receives five fighters per game. A bonus fighter is awarded at 20,000 points.